

# MASTER OF THE LAMPS™

## INSTRUCTIONS

It was once a land of peace. But, now, the King is gone, and a mischievous band of genies has escaped and ransacked the palace.

Now, you can help the young prince return these genies back to their lamps and regain his rightful place on the throne.

For Apple II series and Atari 800, XE, XL and compatible computers.

ACTIVISION  
HOME COMPUTER SOFTWARE

## **THE TASK BEFORE YOU** (see "Game Selection")

In the Throne Quest, you must lure three genies back into their lamps in a two-part challenge:

1. Fly the magic carpet through twisting tunnels of diamond-shaped gates that lead to the genies' dens.
2. Once there, match the tones and/or the colors sent forth by the genies.

Succeed at each level, and one piece of the genie's lamp will appear on the screen. There are seven pieces to each lamp. Each completed lamp automatically pulls a genie back into its chamber. Complete all three lamps to regain the throne and win the game.

## **LOADING INSTRUCTIONS**

### **Atari 800, XE, XL and compatible computers**

- Turn disk drive on.
- Insert disk, label side up.
- Turn computer on.

### **Apple II series computers**

- Insert disk, label side up.
- Turn computer on.

## **JOYSTICK SELECTION**

### **ATARI —**

Joystick in port 1 is a flight simulator. Push forward to fly down, pull back to fly up.  
Joystick in port 2 is an arcade simulator. Push forward to fly up, pull back to fly down.

### **APPLE —**

Joystick is a flight simulator. Push forward to fly down, pull back to fly up.

## GAME SELECTION

At the game selection screen, you can choose Seven Trials (Beginner's Game), Throne Quest (Standard Game) or Magic Carpet (Flying Practice) by moving the joystick up or down (we recommend that new players start with the Seven Trials). Once you have made your choice, push the red button if using an Atari joystick or the left button if using an Apple joystick to begin the game.

**Seven Trials** — The tunnels are easier to navigate, and you are challenged by both colors and tones in the genies' dens. Mastery is achieved upon completion of one seven-piece lamp.

**Throne Quest** — Mastery is achieved upon completion of three seven-piece lamps. There are 21 tunnels to fly, with each successive tunnel more difficult to fly than the last. Color and tones are given as follows:

**In the Seven Dens of the First Genie** — Color and tone are given, but colors disappear quickly.

**In the Seven Dens of the Second Genie** — No tones are given, and the colors disappear as quickly as above.

**In the Seven Dens of the Third Genie** — No colors are given, just tones. Play it by ear.

When, at last, the three lamps are completed, fly the final tunnel to the palace. You will see the palace in ruins, ransacked by the mischievous genies. But, since you have now proven your abilities so well, striking the gong three times will bring pleasing results.

**Magic Carpet** — For practice flying the 21 tunnels found in Throne Quest. Select any of the 21 tunnels (numbered 1 through 41, using odd numbers only) by pulling back on the joystick until the desired tunnel number appears. Once flown, the same tunnel will be repeated. (NOTE: Press the joystick button during flight to return to the game selection screen.)

**To restart the game** at any time, press the START key if using an Atari computer or CONTROL-R (at the same time) if using an Apple computer. Then move the joystick up or down to select game. Push joystick button to begin.

## YOUR JOURNEY BEGINS

### Seven Trials and Throne Quest

**To begin**, press the joystick button. Walk the young prince to the Magic Carpet by moving the joystick in that direction, then watch the carpet rise.

**Fly through the tunnel** to the genie's den by maneuvering the Magic Carpet with your joystick. If you miss a diamond gate and fall off the carpet, you'll automatically return to the beginning of that tunnel.

**Once in the genie's den**, you must match the colors and/or tones the genie sends forth by striking the appropriate gongs. But first, practice moving and hitting gongs. You can hop quickly from gong to gong by pressing the joystick button. The young prince hops in the direction he is facing. To walk from gong to gong, just move the joystick left or right. To hit a gong, push forward on the joystick.

**When you're ready to summon a genie**, hit any gong three times. He'll materialize and blow colors and/or tones into the air (see "Seven Trials" and "Throne Quest" under "Game Selection"). When he is finished, the first color and/or tone will move to the top of the screen and begin to drop. At this time, hit the gong which corresponds to the color and/or tone which has risen. Match each successive color and/or tone in the correct sequence. **Do not hit the gong before the color and/or tone reaches the top of the screen.** But, when it does, move quickly! If you don't match a color and/or tone in time, you'll be transported out of the den, back to the beginning of the tunnel. Then, you must begin the same journey again.

**If you match all the colors and/or tones** in one den, you'll go on to the next tunnel and the next den, until all of the lamps are assembled.

### SPECIAL TIPS FROM A MASTER'S NOTEBOOK

**The most important tip** is to get to know the tunnels. There are 21 in the Throne Quest, and they always move in the same manner. Some move up and down, some move left and right. So, if you always crash in tunnel 29, select "Magic Carpet 29" on the selection screen and practice.

**Hot tip # 2:** A good navigator will keep his/her eye on the farthest diamond and try to keep it in the center of the screen. You really don't need to move around too much. Don't overcompensate when you're trying to get back on track.

Original concept and soundtrack by Russell Lieblich.  
Design and graphics by Peter Kaminski.  
Produced by Brad Fregger.  
Atari adaptation by David Lubar.  
Apple adaptation by Dan Thompson.



Russell Lieblich



Peter Kaminski

### LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of software you want. And we'd love to hear your comments. So drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4263 ANYTIME ON WEEKENDS. In California, call (415) 940-6044 '5 (WEEKDAYS ONLY).

Consumer Relations

Activision, Inc.

P.O. Box 7287

Mountain View, CA 94039

### FOR APPLE USERS — DON'T FORGET THE FLIP SLIDE!!

On the reverse side of your disk is an exciting sample of several new Activision products. Turn the computer and disk drive off. Insert the disk, label side down, and turn the disk drive and computer on. Now sample the latest and greatest Activision Home Computer Software!

## ACTIVISION LIMITED 90-DAY WARRANTY

Activision Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any Implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

---

## COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

---

## WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

U.P.S. or registered mail is recommended for returns. Please send to:

WARRANTY REPLACEMENTS

Activision, Inc.

2350 Bayshore Frontage Road

Mountain View, CA 94043

Apple is a trademark of Apple Computer

Atari is a trademark of Atari Corp.

©1985 ACTIVISION, INC. G-943-24